

Invention Science Fair Project

Steps to developing an Invention Science Fair Project

According to the National Academy of Sciences, engineering is the application of science and technology to solving a problem. Invention is really about engineering a solution. For students, this can be:

- **A problem they want to solve.**
- **A process or physical design they want to improve**

In designing and engineering a solution, students:

- **Find a local problem or something that needs to be improved**
- **Research it to find out what others know**
- **Suggest a solution and explain why it should work**
- **Design the solution and the method for testing to see if it works**
- **Build and test the solution**
- **Collect data to be sure your solution made a change**
- **Make sense of the data – how do you know it worked, or didn't work?**
- **Develop a report and share it with your fellow scientists**

Note that sometimes the invention is a model or a sample set. Once the model or design shows that the solution can work, it can be applied to the real world.

Examples are: improving the aerodynamic design of a model car; controlling the spread of a pest; improving building design to better conserve energy.

<http://school.discoveryeducation.com/sciencefaircentral/Getting-Started.html>

